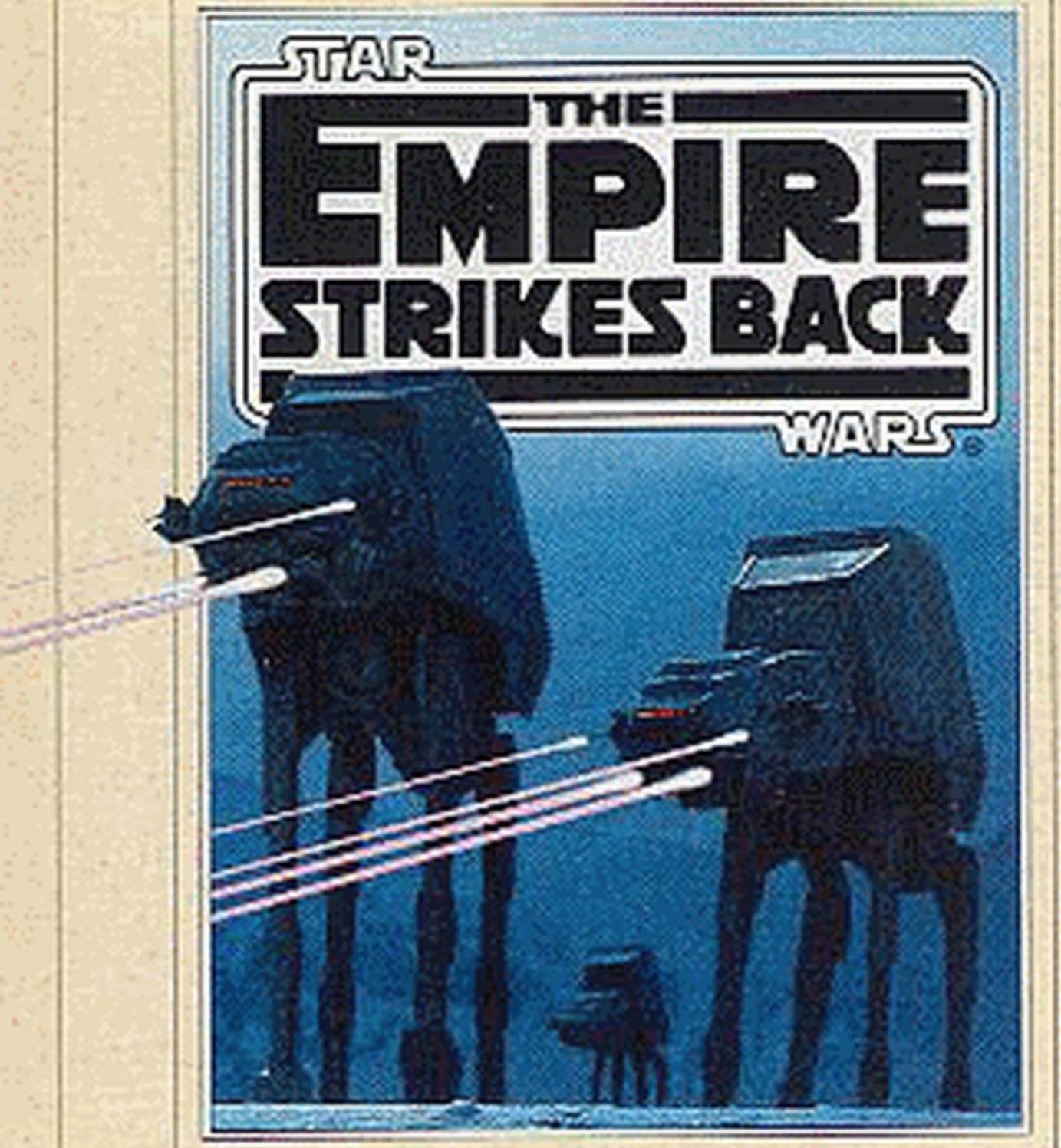
JVC

NES-EK-USA

STAR WARS

THE EMPIRE STRIKES BACK



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Precautions

1 This is a high precision Game Pak. Do not store it in places that are very hot or cold. Never take it apart, hit it or drop it.

2 Do not get the terminals wet or dirty. Avoid touching them with your bare hands.

3 Do not clean the Game Pak with solvents of any kind, such a paint thinner, benzene, or alcohol.

4 We recommend against using a rear projection type television with your NES as image retention on the screen may occur. See page 21 for full details.

5 See the warranty information in the back of this manual for more information.

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EPISODE V
THE EMPIRE STRIKES BACK

It is a dark time for the Rebellion. Although the Death Star has been destroyed, Imperial troops have driven the Rebel forces from their hidden base and pursued them across the galaxy.

Evading the dreaded Imperial Starfleet, a group of freedom fighters led by Luke Skywalker has established a new secret base on the remote ice world of Hoth.

The evil lord Darth Vader, obsessed with finding young Skywalker, has dispatched thousands of remote probes into the far reaches of space...

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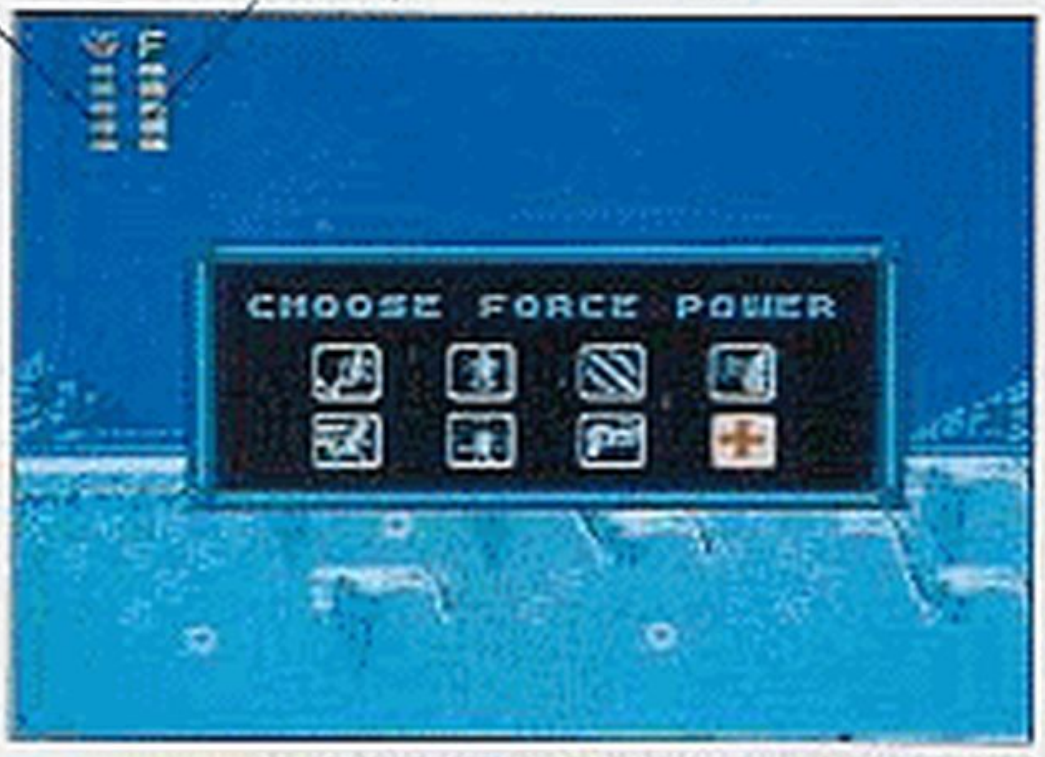
Game Credits:
Designed and Developed by Lucasfilm Games.
Programming by Sculptured Software, Inc.

Getting Started

With your Nintendo Entertainment System turned off, insert your THE EMPIRE STRIKES BACK Game Pak and then turn on your Control Deck. If you would like to skip the introductory sequences and begin play, press START.

You will first be directing Luke riding his Tauntaun through the ice fields of Hoth as he sets out to investigate the "meteor" that has landed nearby.

In the upper left-hand corner of the screen are the measures of your health and Force ability (when Luke is on the Tauntaun, the health meter shows the Tauntaun's health. If you dismount, the health meter will, instead, show Luke's health). If an enemy touches or shoots Luke, his health will



Press START to choose Force Power, if you have any.

diminish (he can collect more health by defeating enemies). Both Luke and the Tauntaun begin with their full capacity of health, but you will have to find and collect Force power-ups in order to replenish your Force ability.

Number of Players: THE EMPIRE STRIKES BACK is a one player game.

Game Over: The game is over whenever you use up all of your continues.

Continue Yes: The game starts again from the beginning of the level that you were in.

You keep your force ability level, all of your force powers and, if you already found it, the lightsaber.

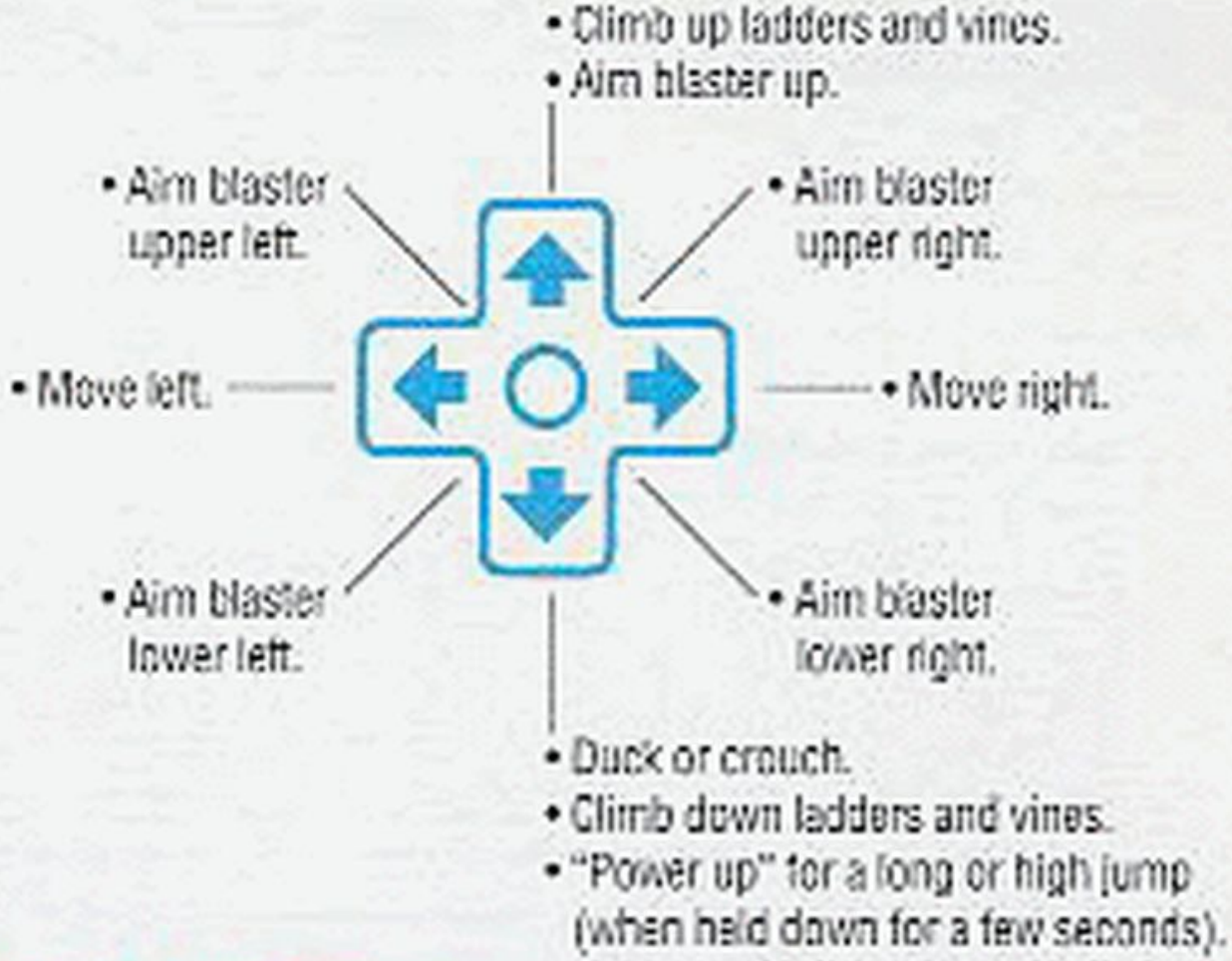
Continue No: The game will end and the title screen will appear.

There are a limited number of continues available. When all of your continues have been used, the GAME OVER screen will appear.

Controls

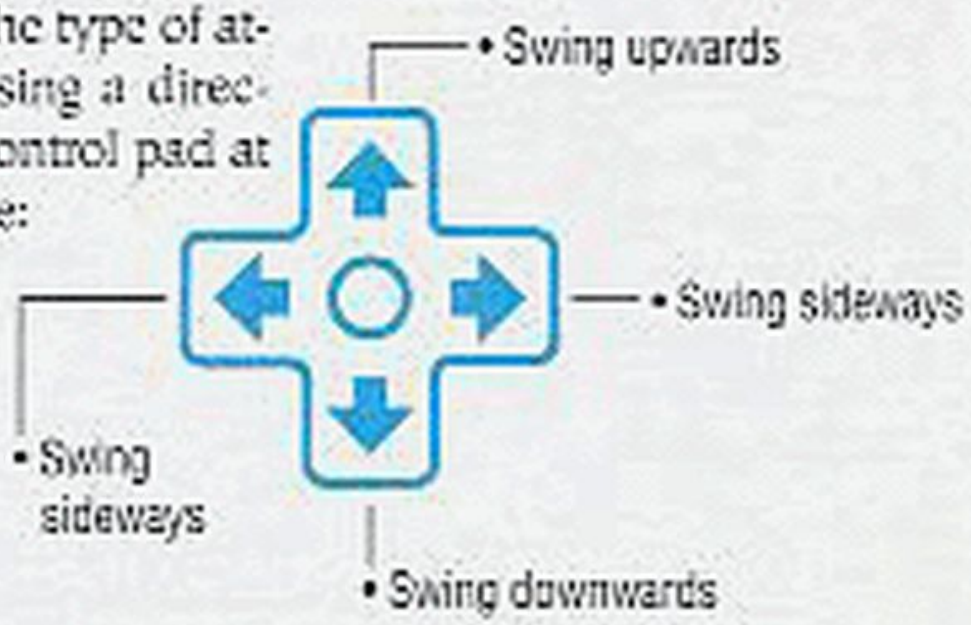
In THE EMPIRE STRIKES BACK, you will be controlling Luke Skywalker in his efforts to rescue his friends from the Empire. At times, you may ride Luke's Tauntaun, or pilot a snowspeeder, AT-ST walker, or X-wing fighter.

Please read about all of the player controls to understand how to direct Luke, his Force powers, and the vehicles.


• Climb up ladders and vines.
• Aim blaster up.
• Aim blaster upper left.
• Aim blaster upper right.
• Move left.
• Move right.
• Aim blaster lower left.
• Aim blaster lower right.
• Duck or crouch.
• Climb down ladders and vines.
• "Power up" for a long or high jump (when held down for a few seconds).

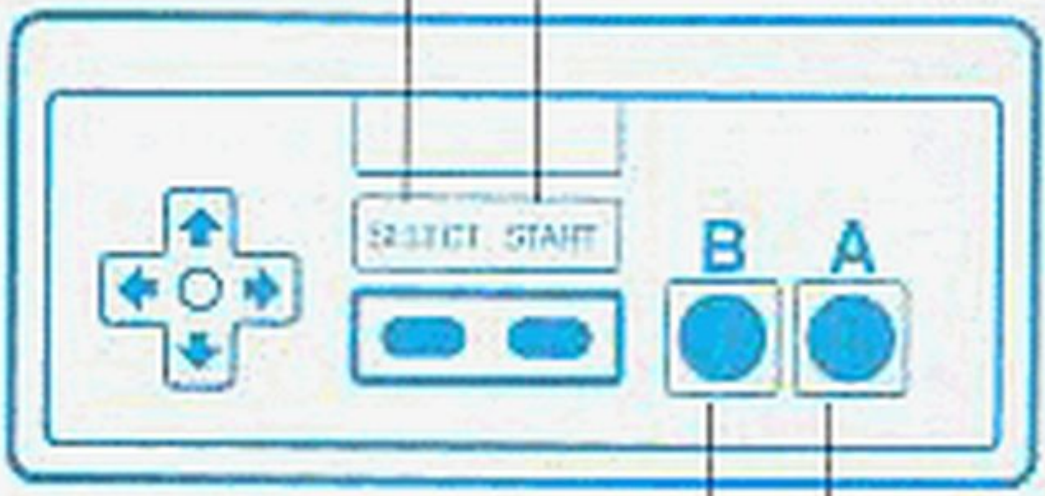
Lightsaber Controls

Press the B button to swing the lightsaber. You can change the type of attack by pressing a direction on the control pad at the same time:



- Switch between blaster and, once you've found it, the lightsaber (if Luke is riding the Tauntaun, press the B button and SELECT at the same time to switch weapons).
- Dismount Tauntaun.
- Exit AT-ST walker.

- Pauses the game. Press again to continue.
- Choose Force Power (see below), if you have any.



- Fire weapon.
- Swing lightsaber.
- Activate Force Power.

- Jump.
- Mount Tauntaun.
- Enter AT-ST Walker.
- Activate Force Power.

Skipping Text Screens: Pressing any button will advance you to the next screen or return you to the game.

Force Powers

Throughout the course of the game, you will occasionally find icons for various Force Powers, which can enhance Luke's abilities and weapons. When you are directing Luke on foot or on the Tauntaun, pressing the START button will allow you to choose from amongst your available Force Powers. Some of the available Force Powers are:

Jump higher or farther than normal.

Run faster than normal.

Reflect your enemies' shots.

Enhance the power of your lightsaber.

Enhance the power of your blaster.

Levitate.

Convert Force Ability to health.

To select a Force Power, press the START button, then use the control pad to toggle between the Powers. Press either the A or B button to "turn on" the Power. If you change your mind and want to cancel, press the START button again.

Remember that, in order to use the Force Powers, you must keep your Force Ability charged.

You cannot make use of your Force Powers when:

- You are riding the Tauntaun.
- You are battling the AT-AT walkers.
- You are aboard the AT-ST walker at the Rebel base.
- You are piloting Luke's X-wing fighter.

Hoth Ice Caverns

The "meteor" that Han has warned you about is, in fact, an Imperial Probe Droid...you must fight your way through the ice caverns of Hoth in order to find and destroy it. Along the way, you will encounter Wampas and probe droids.

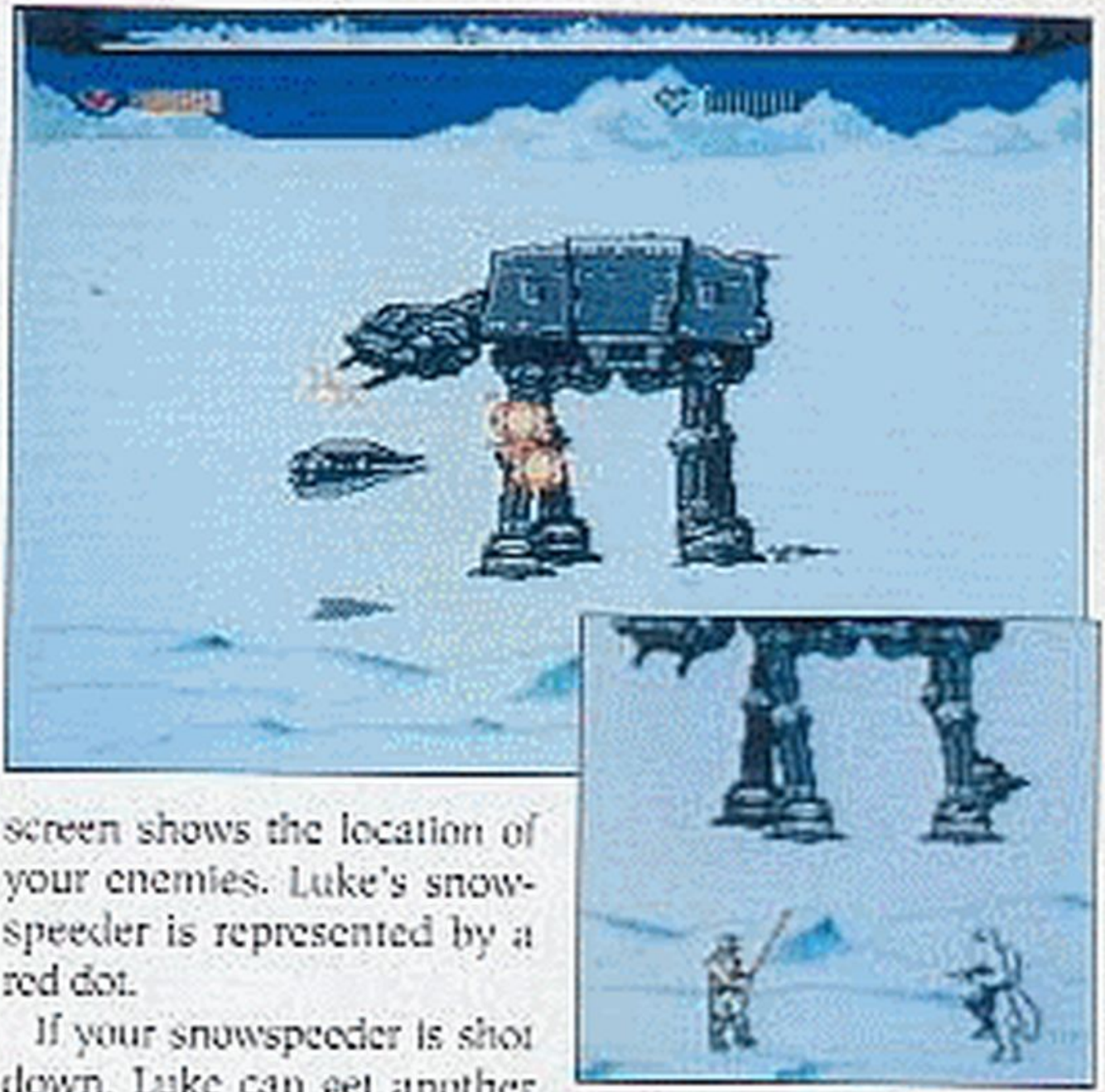
You can replenish your health and Force Ability by finding first aid kits and Force power-ups.

Your Tauntaun can replenish its health by eating the moss found in the Ice Caverns.

And, of course, you can enhance your Force Powers by picking up Force Power icons.

AT-AT Walkers

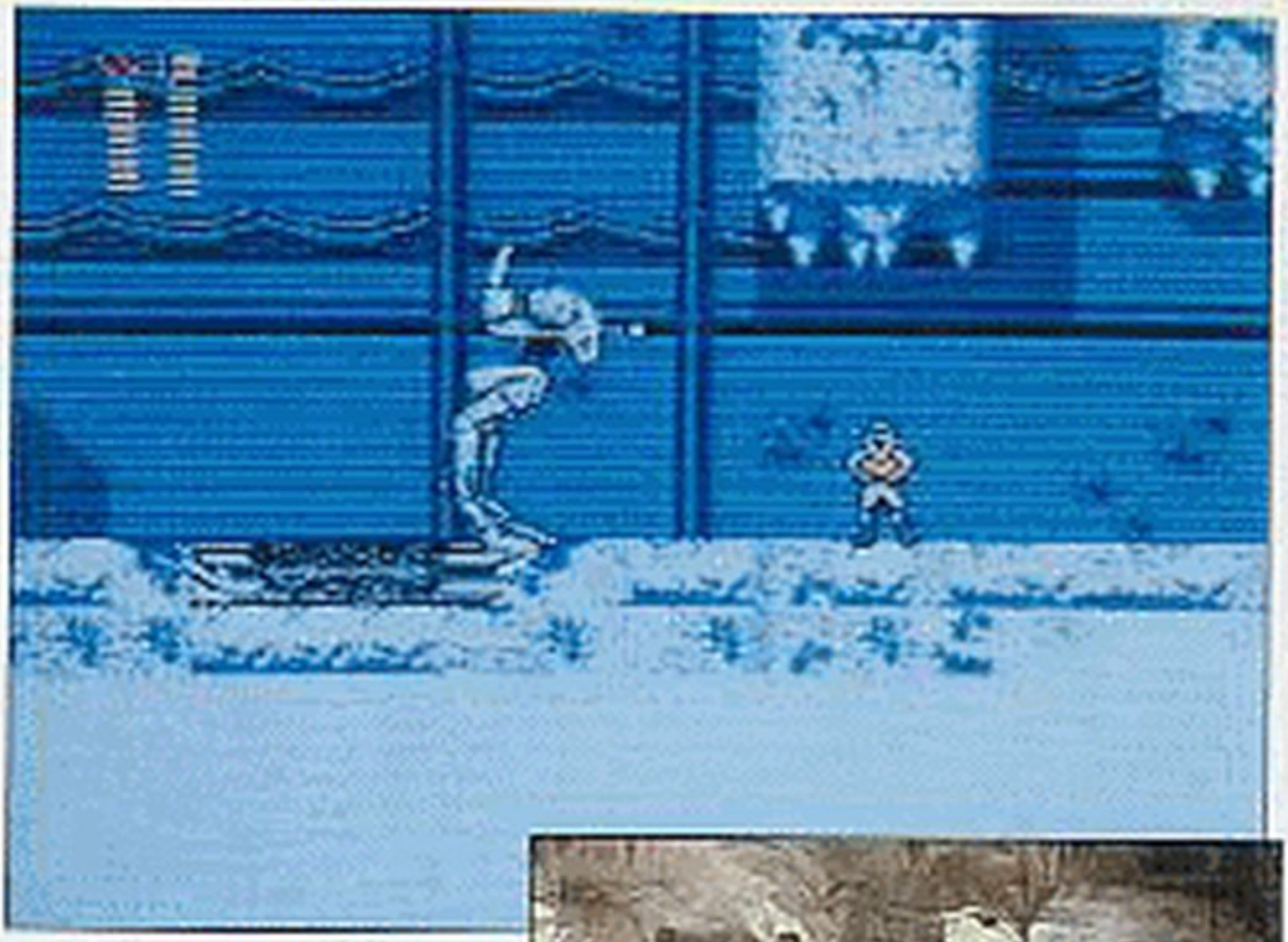
Pilot your snowspeeder across the ice fields and engage AT-AT Walkers and stormtroopers in order to give the Rebel forces time enough to retreat. The map at the top of the



screen shows the location of your enemies. Luke's snowspeeder is represented by a red dot.

If your snowspeeder is shot down, Luke can get another by running back to the rebel base, or defeating a sufficient number of stormtroopers. Otherwise, he will have to engage the stormtroopers and the remaining AT-AT Walkers on foot.

Evacuation of Echo Base

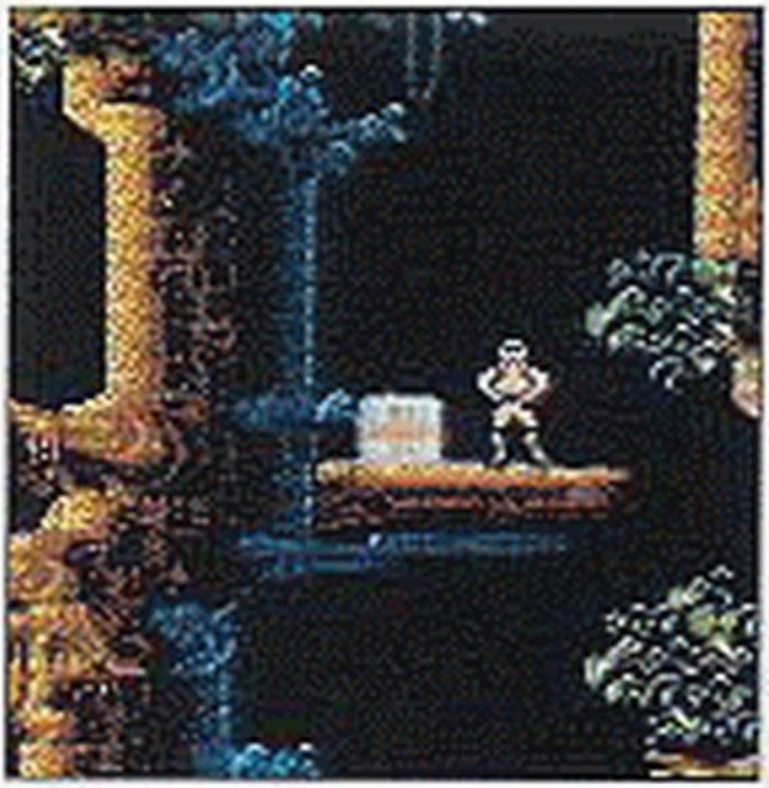


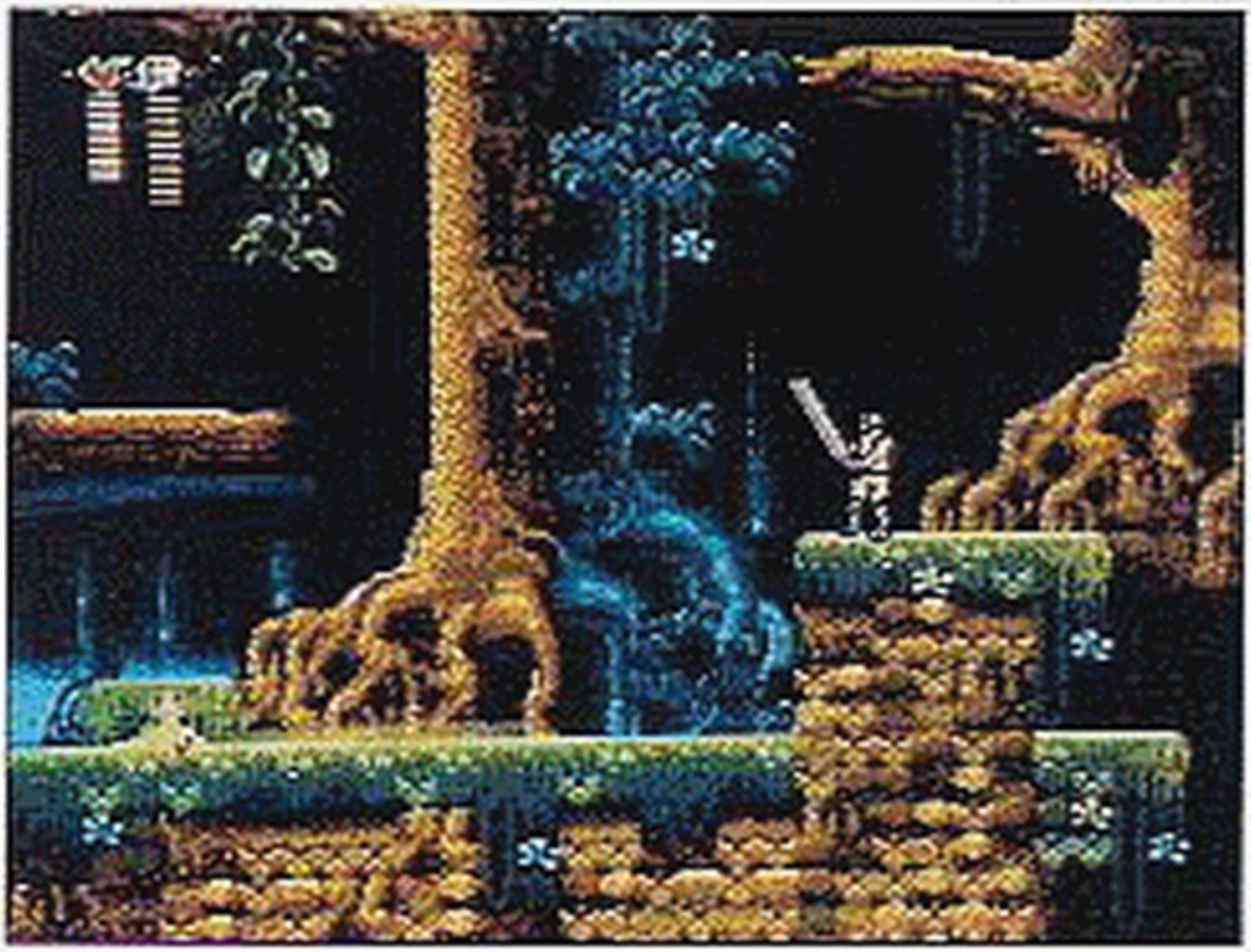
Imperial Stormtroopers have entered the Rebel base and the order to evacuate has been given. Fight your way past stormtroopers and more probe droids...and meet a new enemy: the AT-ST walker.

With a little luck, you might be able to board an abandoned or disabled AT-ST and turn it against the Imperial forces. Be quick, or your opportunity to use the AT-ST will disappear.

Dagobah

Follow Obi-Wan's advice and seek out Yoda. You'll have to avoid or fight your way past underslugs, holgnots, vine-snakes, spiders, elephant slugs, dagbats, exploding mushrooms, and praying mantis.

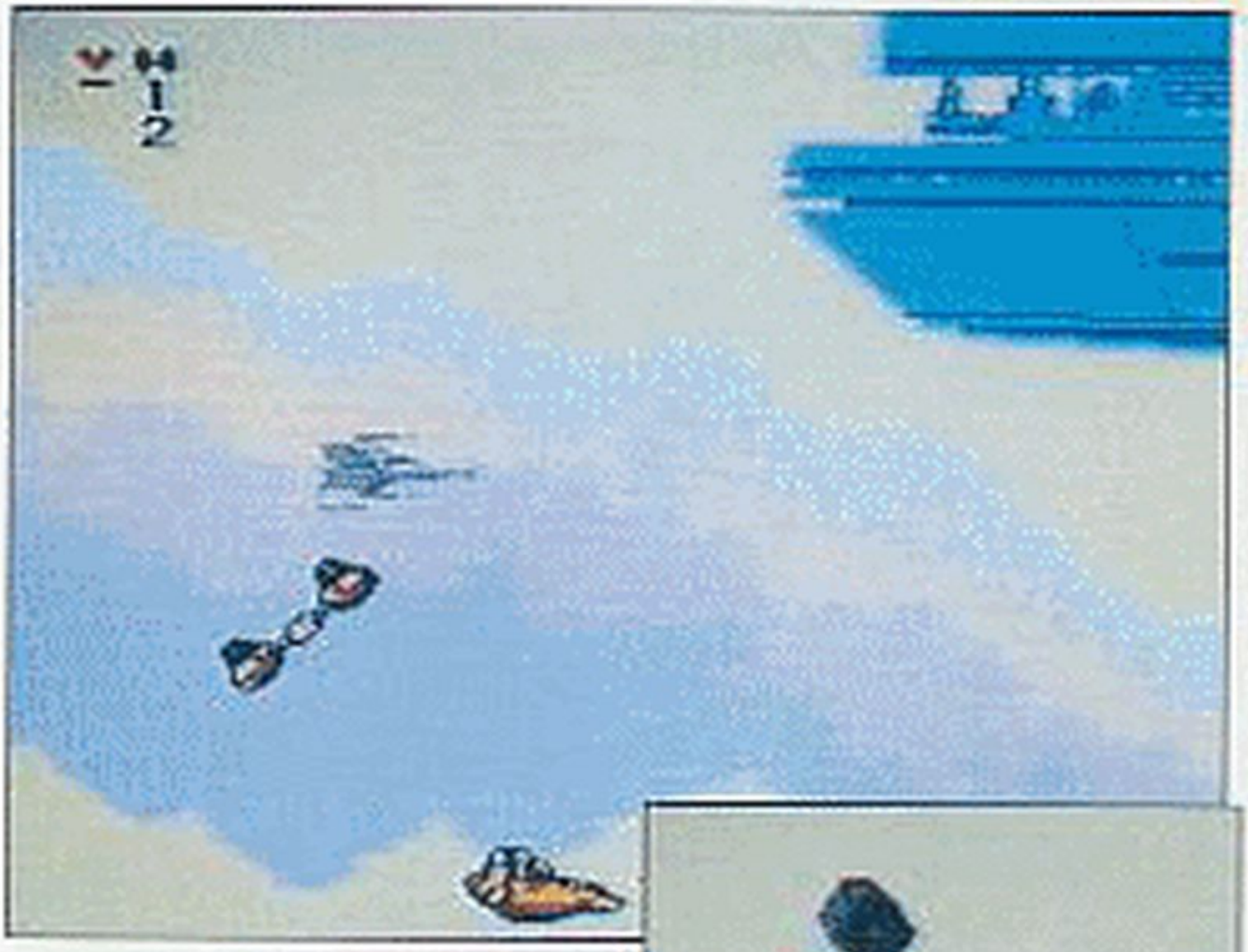




Jedi Training

Yoda has accepted you as a Jedi Knight-in-training. Follow his instructions...in the end, you must confront and conquer Luke's own fears.

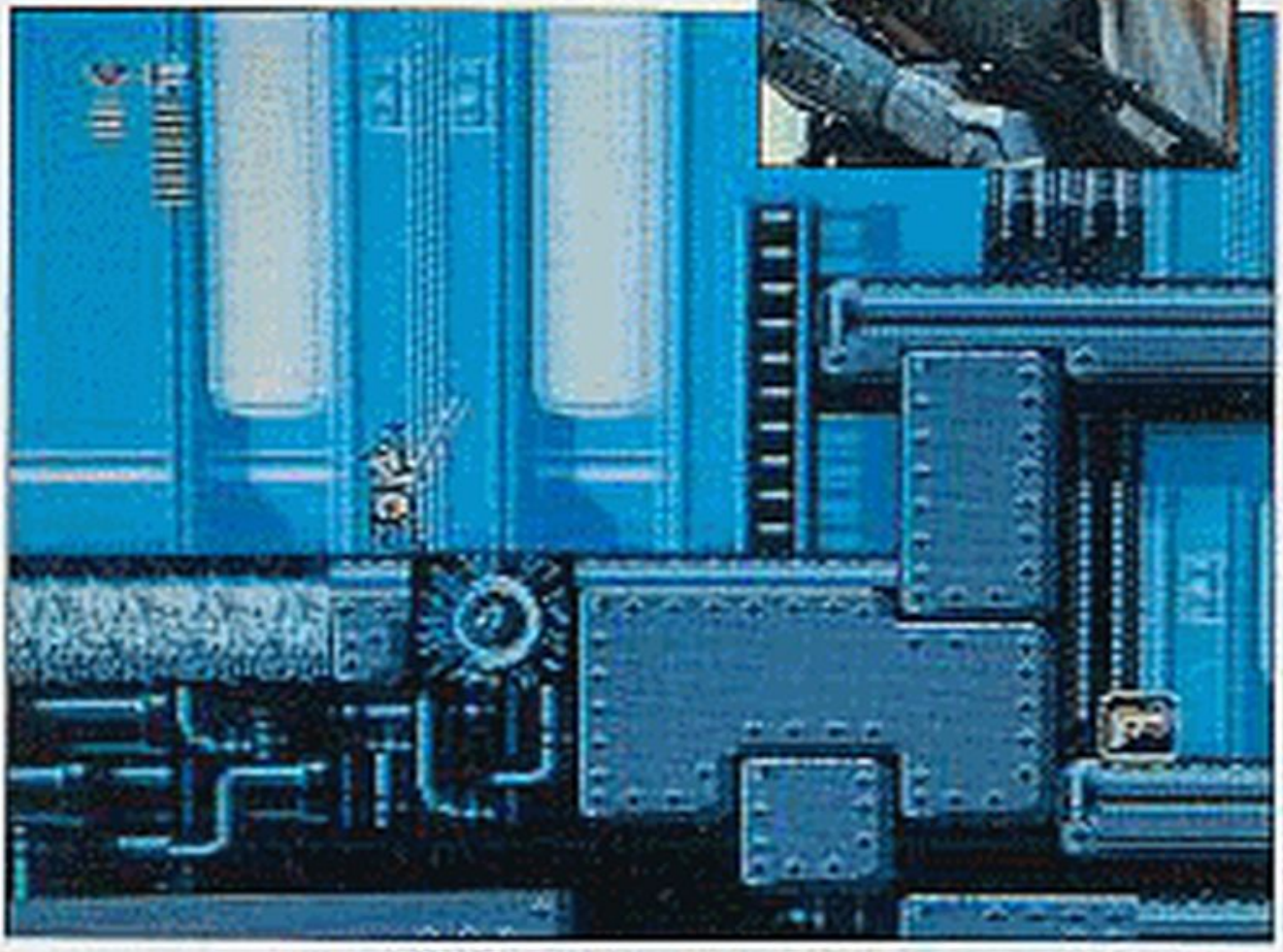
Bespin



You have learned through the Force that your friends are in grave danger. In your X-wing, you make your way to Bespin. Before you can enter Cloud City, you will have to engage and destroy the cloud cars and TIE fighters.

Cloud City

To rescue your friends, you must fight your way through the corridors of Cloud City. You will encounter Bespin guards, bounty hunters, cannon walkers, and Boba Fett.



Pursuit of Boba Fett

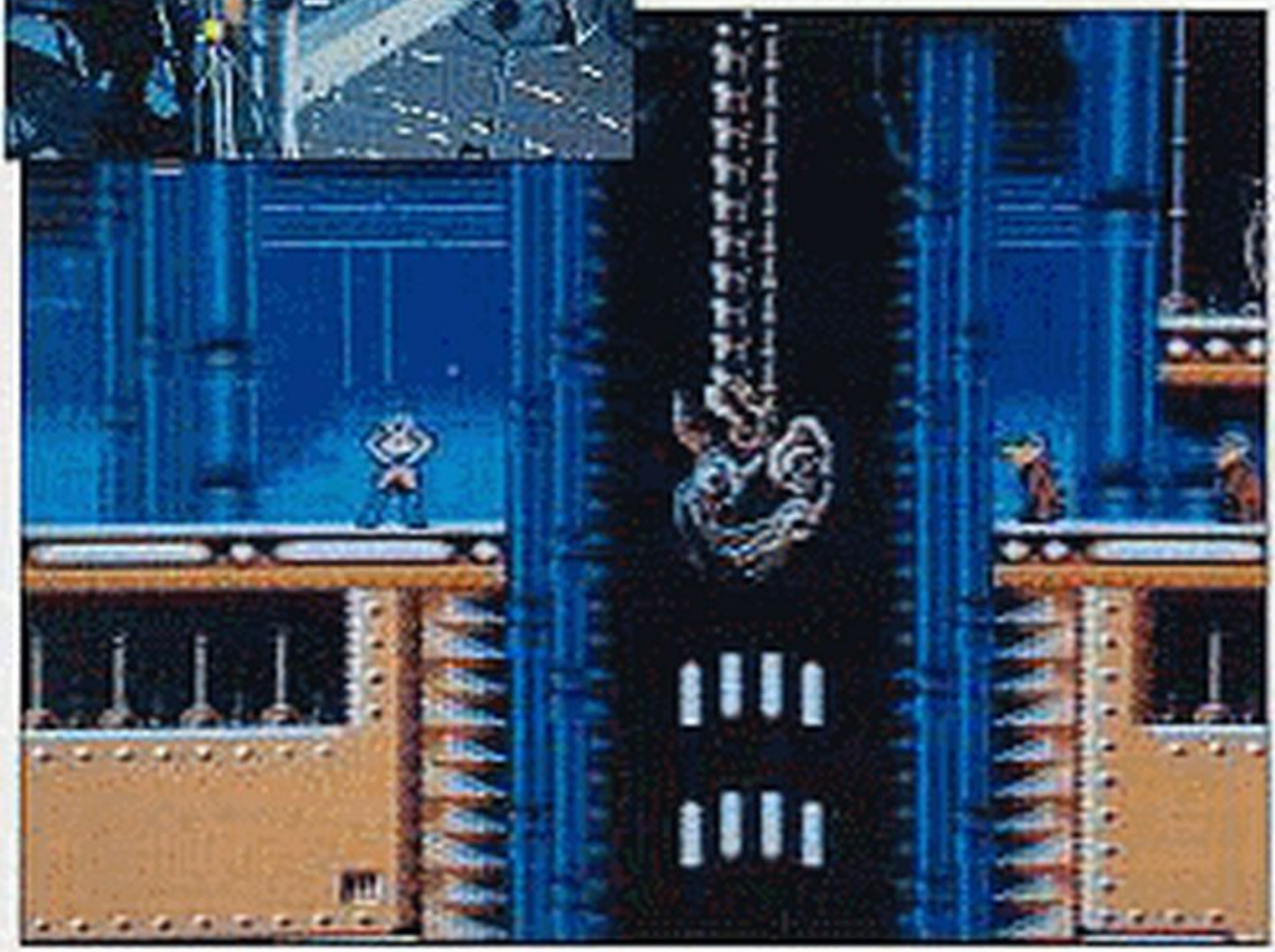
Han has been taken prisoner by his old adversary, Boba Fett. To rescue Han, you must defeat Boba Fett's ship, the SLAVE I.

Return to Cloud City

Luke returns to Cloud City to rescue Princess Leia.

Darth Vader

You must find and confront Darth Vader, the Dark Lord of the Sith. This final battle will not be easy; don't give in to the temptations of the dark side of the Force.



Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna

Relocate the computer with respect to the receiver

Move the computer away from the receiver

Plug the computer into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D 20402, Stock No. 004-000 00345-4.

Advisory

Read before using your NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

WARNING:

Do Not Use with Front or Rear Projection TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither JVC/Lucasfilm Games nor Nintendo of America, Inc. will be liable for any damages. This situation is not caused by a defect in the NES or this game; other fixes or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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1. Return your defective Game Pak to the retailer.

2. For additional inquiries, contact:

JVC Musical Industries, Inc./Lucasfilm Games
Nintendo Game Pak Customer Service Center
3800 Barham Blvd., Suite 305
Los Angeles, CA 90068
Telephone: 213-878-0101

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Game Credits

Lucasfilm Games Team:
Original Game Design by
Mike Ebert and Kalani
Streicher
Background Art by
Mike Ebert, Harrison Fong,
Armand Cabrera, and
Jon Knoles
Produced by Kalani Streicher
Package Design and
Art Direction by Rick Strand
Manual Design and
Layout by Mark Shepard
Documentation by
Judith Lucero
Lucasfilm Games General
Manager: Doug Glen
Lucasfilm Games Creative
Director: Howard Phillips
Lucasfilm Games Director
of Development:
Lucy Bradshaw
Lucasfilm Games Director
of Marketing: Kelly Flock
Lucasfilm Games Director of
Sales: Cynthia Wuthmann
Product Marketing by
Mary Bihr
Lead Tester: Mark Cartwright

Sculptured Software, Inc.
Team:
Project Engineered by
Ken Grant
Design Contributions by
Ken Grant
Project Managed by
Hal Rushton
Artwork by Mike Lott,
Heinee Hinrichsen, Clark
Sorenson, Joe Hitchens,
and Ken Grant
Art Contributions by Lance
Thomblad and Mike Ulrich
Musical Arrangements
and Sound Effects by
Paul Webb
Sculptured Software General
Manager: George Metos

Special Thanks to George Lucas

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